

# JUDGMENT™



Illus. David Martin

## Player's Guide

**MAGIC**  
The Gathering®



# Laquatus's Judgment

Once again, the Mirari has changed hands and Laquatus missed out. Instead, Kamahl was finally able to attain the artifact, making its vast powers his to command. But will he be any more successful at controlling its abilities than its previous owners, all of whom are now dead? Kamahl, like all those others, thinks he can. But the reality of the Mirari's power is quite different.

Kamahl returns home to the Pardic Mountains and reunites with his sister Jeska and his mentor Balthor. Aware that his enemies will come for the Mirari, Kamahl decides that the best way to defend it is to unite the scattered barbarian tribes under one leader: him. However, Jeska and Balthor become increasingly disturbed by Kamahl's suddenly violent and erratic behavior. They realize the Mirari must be responsible and decide to take it from him at any cost. Unfortunately, Kamahl doesn't

comprehend what's been happening to him until he strikes his sister down in a fit of rage, seriously wounding her.

Meanwhile, Laquatus escapes from his underwater prison and resumes his schemes to acquire the cephalid empire . . . and the Mirari. He uses all his guile, cunning, and manipulation to convince the tattered remnants of both the Order and the Cabal to follow him in a campaign against Kamahl. Playing both sides against each other to further his own agenda, he leads a final push to claim the power for himself. But before Laquatus can attack the Pardic Mountains, Kamahl and Balthor take the dying Jeska to the Krosan Forest to seek the help of Seton. The centaur instructs Kamahl to talk to the Nantuko and learn the ways of the druids if he hopes to survive the coming battles. But there isn't much time: Laquatus's forces, held together by lies, threats, and shady promises, are quickly descending upon the forest—and each other.

Deep within the Krosan Forest, the final showdown for the Mirari will begin. Not everyone will emerge alive. No one will emerge unchanged.



Illus. Pete Venters



Illus. Mark Tedin

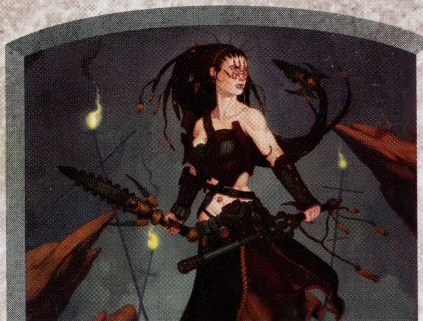




Illus. David Martin

## The Mirari

After causing the destruction of the Order's northern stronghold, the capital of the cephalid empire, and Cabal City, the Mirari is moving on. It's now in Kamahl's hands, and he's attached it to the pommel of his sword to increase the sword's power tenfold. The crystal sphere attunes itself to whoever possesses it, basing its abilities on its owner's soul and desires. But regardless of how righteous or strong this owner is, the Mirari's power will corrupt that person. The artifact magnifies Kamahl's spontaneous and aggressive nature, making him reckless, thoughtless, and bloodthirsty. Will its curse claim another victim?



Illus. rk post

## Jeska

Jeska is just like her brother Kamahl, yet completely unlike him at the same time. Both have blazing tempers. Both excel on the battlefield. But Jeska is more spiritual, more studied, and more practiced at keeping her emotions in check. After the death of their parents, Balthor raised the two barbarian children and trained them in magic and combat. With his help, Jeska has become tough and independent—and more than a match for any barbarian warrior. Though Kamahl has always been fiercely protective of his little sister, it is now Jeska who must protect her brother from the corrupting power of the Mirari.



Illus. Carl Critchlow

## Balthor

Balthor is the closest thing to a father Kamahl and Jeska have. He has been their mentor and trainer for almost their entire lives. Despite their differences, they're like a family. But even though dwarves live many years longer than humans, they can't live forever—especially not a warrior like Balthor. He accepts this fact, and his only hope is for a glorious battlefield death when his time is up. Being the natural warrior he is, Balthor gets his wish. Unfortunately, the end of his life merely marks the beginning of his nightmare.



Illus. Rebecca Guay

## Eesha

With Kirtar and Teroh both gone, Commander Eesha reluctantly rises to the top of the Northern Order. Like her predecessors, she is a stern, intelligent officer. Unlike them, she is not blinded by ambition or zealotry. Despite her thoughtful leadership, the Order teeters on the brink of extinction. Many good soldiers were lost in Teroh's misguided campaign. When Eesha learns from Laquatus that Kamahl, the barbarian who supposedly destroyed the Order's stronghold, now has the Mirari, she feels that she has no choice but to act. Will the Order be brought down by a new crusade? Or by trusting Laquatus?



Illus. John Avon

## Thriss

Thriss, oldest and wisest of all the Nantuko, is the living soul of the Krosan Forest. Legend has it that he planted the very seeds of the forest after the last ice age receded. Thriss has made the Krosan Forest his home for centuries, and he worked tirelessly to keep it safe during the planet-wide apocalypse. From his vantage point at the forest's heart, he can sense everything that ebbs and flows within it. Lately, though, he's felt a devastation coming that even he may not be able to prevent. He feels the Mirari.



# Judgment on Judgment

by Randy Buehler, *Judgment*™ lead developer

One look at the Coolest Cards list on the next page will tell you that *Judgment*, the latest **Magic: The Gathering**® expansion, is the green and white set. That makes sense, since it's the follow-up to the *Torment*™ set, where green and white's shared enemy black got to have all the fun. The *Judgment* set only has sixteen black cards, while there are more green and white cards than normal. Even the multicolored cards and lands are based around green and white! In fact, if you count the number of black cards in the *Torment* and *Judgment* sets combined, then do the same for both green and white (counting a land or multicolored card as half a card for each color it represents), you'll find that the three numbers are the same. We made sure it all evened out in the end.

The color imbalance is just the first interesting thing about *Judgment*. We also added plenty of new mechanics for players to explore. For example, the Incarnations are a set of seven creatures that—as long as they're in your graveyard—give all your creatures in play a special ability. Think of them as uncountable, indestructible enchantments with a bonus creature attached that can attack or block until you decide it's better off in your graveyard.

The six Phantoms have a new creature ability exclusive to green and white. These are the ghosts of creatures that died in earlier sets; now they're back and better than ever. From the simple Aven Flock to the enormous Sabertooth Nishoba (which seems to have taken an Armadillo Cloak to the grave with it), these Phantoms are much harder to destroy this time around. Whenever they would be dealt any damage, no matter how much, they simply lose a +1/+1 counter instead. A Phantom becomes ridiculous if you can enhance its toughness, say with a creature enchantment like Elephant Guide (which gives it +3/+3). Since all damage is prevented to the Phantom whether it still has counters on it or not, it becomes entirely immune to damage.

But my favorite of the new mechanics has to be the Wishes. Inspired by the *Arabian Nights*® card Ring of Ma'rûf, these five cards give you access to cards from outside the game. "Outside the game" means any card you own, whether it's in your trade binder, in the shoebox under your bed, or removed from the game you're playing now. In tournaments, by the way, the Wishes are limited to retrieving cards from your sideboard.

The *Judgment* set definitely doesn't ignore the themes that ran through the rest of the block. There are plenty of flashback and threshold cards to keep you thinking about your graveyard. *Judgment* even has the first two cards with both flashback *and* threshold: Grizzly Fate and Lightning Surge. They're almost like four different spells on one card.

All in all, *Judgment* is a fitting finale to the *Odyssey*™ block. It expands and develops the themes started in *Odyssey*, balances out the black shenanigans that took place in *Torment*, and introduces a few mechanics of its own that players will be talking about and using for years to come.



Illus. Kev Walker



Illus. Eric Peterson



# The 10 Coolest Judgment Cards



## 1: The Wishes

How many times have you wished you had that one perfect card in your hand so you could absolutely wreck your opponent? The five Wishes can go get it! Every card you own is at your disposal when you put these in your deck.



## 2: Erhnam Djinn

This powerful, cheap *Arabian Nights* creature has been out of print since 1995, and players have been clamoring for its return ever since.



## 3: Genesis

Genesis is a beefy creature in play, but the fun really starts after it winds up in your graveyard. It lets every one of your dead creatures rise up for a glorious rebirth.



## 4: Mirari's Wake

The Mirari has had all sorts of strange effects on Otaria, but this is one of the most powerful. All your lands tap for extra mana *and* all your creatures get bigger. Plus, unlike some similar cards, the bonuses apply only to you.



## 5: Phantom Nishoba

Phantom Nishoba has everything you could possibly want in a big creature: it's gigantic, it tramples, you gain life whenever it fights, and it's really hard to destroy.



## 6: Worldgorger Dragon

The Dragon may look like it has a pretty big drawback, but when you have a 7/7 flying trampler, do you really need any other permanents?



## 7: Silver Seraph

At 6/6, this is the biggest Angel ever printed. Not only that, it'll make all your other creatures huge if you fill up your graveyard.



## 8: Crush of Wurms

36 power. 36 toughness. One card. What more needs to be said?



## 9: Spelljack

The ultimate mix of counter-magic and theft. Counter a creature and grab it for yourself. Counter a burn spell and fling it at your opponent. Best of all, you play the spell you steal for free.



## 10: Solitary Confinement

Total immunity is pretty good. Sure, the upkeep cost is steep, but if you combo this with a way to draw extra cards, you can stay inside the bubble forever.





# WHITE

## Ground Troops

Every two or three years, R&D creates a variation on the “land that becomes a creature” theme made popular by the old favorite, Mishra’s Factory. The *Urza’s Legacy™* set featured five such lands, most notably Treetop Village. So R&D planned to put a couple into *Judgment*. The two original designs were for a land that became a 5/5 creature with trample for 2 ♣ and a land that became a 2/2 creature with flying for 2 \* (though both could only change at threshold). Playtesting showed that these cards were surprisingly powerful in a mainly blue deck and a mainly black deck, respectively! Since this was contrary to the green and white feel of the set, R&D combined the two lands into Nantuko Monastery.



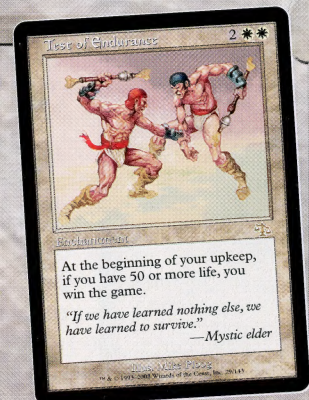
## Long Time Coming



There are always several cards that get pushed off from set to set. Some get delayed once or twice, and some receive this treatment multiple times. For example, Sylvan Herald, a creature that got bigger when anyone played a green spell, was slated to be a *Tempest™* card. It got moved to the *Stronghold™* set, then to *Exodus™*, and then to *Urza’s Saga™*, where it was printed as Titania’s Chosen. Another card, which started out as the *Planeshift™* card White Protector, broke this record for longest delay. It was bumped to the *Apocalypse™* set, then moved from there to the *Odyssey* set to balance the number of cards expected to see Constructed play. When it was held over from *Odyssey*, it became a *Torment* card. But since *Torment* was the black set, R&D felt that a powerful white card would fit better as a *Judgment* creature. So it was moved one last time, and Benevolent Bodyguard finally saw the light of day.

## Test of Creativity

Cycles of cards are tricky to name, especially if a complex pattern is established. Names for each of the five *Odyssey* block alternate-win enchantments meet three guidelines: 1) they’re English phrases, 2) they contain a word for “fight,” and 3) they’re slyly related to their win condition. Chance Encounter refers to coin flips and Battle of Wits refers to spells in your library—lots of spells in your library. Mortal Combat continues the trend as it lets you achieve victory via a large graveyard. How did *Judgment* close out the cycle? Epic Struggle is a nod to a massive creature army and Test of Endurance is all about survival.







Illus. Mark Brill

## Name Game

**Magic®** playtest names are often light-hearted and a little goofy. Many are R&D in-jokes, like Timmy's Boon (the playtest name for *Crush of Wurms*). "Timmy" is the R&D code name for a casual player who enjoys very large creatures. Other playtest names refer to classic cards from the past. For example, *Hunting Grounds* was once called *Wumpus World* in tribute to the *Mercadian Masques™* card *Hunted Wumpus*. And *Mirari's Wake*, thanks to its resemblance to the Alpha card *Gauntlet of Might*, began life with the name *Gardening Glove of Might*.

## Seeing Double

The **Advocates**, called the "regrowers" in playtesting, revolve around cooperation. So it's only fitting that their art reflect that as well. Each Advocate card has two main figures in its art: the Advocate itself in the foreground and a helper in the background. But did you notice that each Advocate illustration has one green and one white figure? For example, the *Shieldmage Advocate* himself is a Cleric, and his partner is a Druid. *Spurnmage Advocate* is a Nomad, and he's assisted by a Centaur. The idea is that you're forming a temporary alliance with someone else in order to get what you want, and since the Advocates only appear in green and white, the partnerships were made to match.



Illus. Christopher Moeller



Illus. Heather Hudson

## White Skies

Players who build blue decks compare every 1/1 creature with flying that costs 1 to the *Arabian Nights* card *Flying Men*. Every similar creature since that one has had some kind of drawback or activation cost. Why then does the *Judgment* card *Suntail Hawk* provide a 1/1 creature with flying—and no drawbacks—for \*? Blue, after all, is the color of flying. Well, it has to do with the strengths and weaknesses of each color. Since blue has countermagic and bounce, R&D feels that it shouldn't have many cheap, efficient creatures, too. If it did, blue would be unstoppable. Since white has always been the best color for small, low-cost creatures with special abilities, that's where this card belongs.





# GREEN

## Where Have I Heard That Before?

There are some cards that just stick in players' minds even after they've been out of print for years. Rancor, considered by many to be the best creature enchantment ever, is one of them. Even though this *Urza's Legacy* card hasn't been in Standard for years, it had such a big impact on the game that R&D immediately thought of it when Elephant Guide was created. They think this new enchantment might give green creature decks as much of a boost as Rancor did. Therefore, Elephant Guide's flavor text was chosen to be a fitting tribute to its beloved ancestor.



## Theme Deck

### Pumping Heads

#### Creatures (30)

- 2 Brawn
- 2 Genesis
- 4 Llanowar Elves
- 4 Nantuko Mentor
- 4 Phantom Centaur
- 2 Phantom Nantuko
- 3 Phantom Nishoba
- 2 Phantom Tiger
- 4 Sylvan Safekeeper
- 3 Thriss, Nantuko Primus

#### Spells (6)

- 4 Grizzly Fate
- 2 Overrun

#### Lands (24)

- 16 Forest
- 4 Krosan Verge
- 4 Plains



Illus. Matt Cavotta

In the early days of **Magic**, one card (Berserk) was all you needed to turn any creature into a huge trampling monster. Today, it's a little harder, but no less rewarding. This deck is built to give you that huge creature you need to pound your opponent's head in with just one brutal attack. Thriss will add 5 to any creature's power, and Nantuko Mentor will double that! The Phantoms are a perfect target for this trick, since they can attack without fear of combat damage. Sylvan Safekeeper guards against removal spells. If Brawn is in your graveyard, its trample-granting ability will generally ensure that your opponent takes damage. So if you've ever wanted to attack with a nearly unstoppable 26/26 trampling behemoth, let the Nantuko take your creatures to the limit.





## The Verge of Broken

Two groups work on each Magic set: the designers, who create the initial card set, and the developers, who refine that set into something balanced and fun. If the developers think that Mirari's Wake is much too good at 1 (represented by a green mana symbol) (which it was), it's their job to change it. Another card that needed changing was Krosan Verge. In the original file, it came into play untapped and didn't need any mana to activate! Playtesting demonstrated that the card was too good, and the developers tried having it come into play tapped. It was still too good. They added one mana to activate the land-fetching ability. It was *still* too good. They added one more mana to the activation cost, and finally the Verge reached a reasonable power level.

## Feeling Blue

Ever hear the acronym "EOTFOFYL"? It was coined by Magic players who recognized the sheer power of the *Invasion*™ card Fact or Fiction, and it stands for "End of turn Fact or Fiction. You lose." It means a player with a blue deck would play Fact or Fiction at the end of an opponent's turn, net a whole bunch of good cards, and cruise to victory. Seedtime was designed to put a damper on this power play by letting a player respond to a blue instant by *taking an extra turn*. Several possibilities for this card were juggled around: sometimes it was an enchantment that had to be sacrificed, later it was an instant. Sometimes it keyed off of any spell played on your turn, later it was narrowed to just blue spells. It also started out with a cost of 2 (represented by two blue mana symbols) to mirror Counterspell (another card Seedtime can take advantage of), but was eventually reduced to its current cost of 1 (represented by one blue mana symbol).



Illus. Rebecca Guay

## Råde's Return

Norwegian superstar Olle Råde won the very first Magic Invitational back in 1997 in Hong Kong (when it was still called the *Duelist* Invitational), earning him the right to create his own Magic card. However, he never got around to sending in a serious submission. Råde contacted Wizards of the Coast in early 2001, after three other Invitational winners' cards had been printed, and explained that he now realized what an honor it was to have this opportunity and that he'd been young and foolish to pass it up. He asked if he could still submit a card. The answer was yes, and Sylvan Safekeeper is the long-awaited result. Råde submitted the card with "Return a forest to your hand" as the activation cost, but R&D changed it so it would interact better with other cards in the block by acting as a threshold enabler. The other crucial decision R&D made was to depict Råde with the long blond hair he had when he won the Invitational, and not the buzz cut he received when he joined the Norwegian army. Råde is even shown riding one of his trademark Spiders, a tribute to the Spider deck he used to win his first Pro Tour event in 1996.







# RED

## Nothing Doing

So what happens if you play *Swirling Sandstorm* and you're not at threshold? Absolutely nothing! Every other instant or sorcery ever printed has *some* effect when it resolves, even if it doesn't affect anything on the board. But not *Swirling Sandstorm*. However, it's not the only card that doesn't actually do anything. The *Judgment* enchantment *Hunting Grounds* is also completely inert if you're not at threshold. All *Hallow's Eve* from the *Legends*® set was probably the first "useless" card: After its counters are depleted and its resurrection effect happens, it just continues to sit there on the table.



Illus. Matthew D. Wilson

## What's Your Punishment?

The line of "punisher" spells started in the *Odyssey* set gets a fine sendoff here with the spells *Book Burning*, *Browbeat*, and *Breaking Point*, supplemented by the abilities of *Dwarven Driller*, *Dwarven Scorch*, and *Barbarian Bully*. Each of these spells or abilities has a powerful effect unless an opponent chooses to take damage. Balancing the effects of these cards with the right amount of damage was a long, tough process. The four-person development team was split on the power level of the original *Breaking Point* (the punisher version of *Wrath of God*). The card used to cost 2 red mana, but could be negated by an opponent taking a whopping 10 damage! After much playtesting and arguing, R&D gave the card its current numbers: 1 red mana and 6 damage.

## What's Your Punishment? Part Two

R&D sees the punisher spells as red's opportunity to do things it's never been allowed to do before, like discard effects and countermagic. During the development of the *Odyssey* block, R&D considered many different possibilities for these spells, including a *Disenchant* variant and a punisher version of *Wheel of Fortune*. Red equivalents of *Dark Ritual*, *Deflection*, and *Demonic Tutor* were also proposed. However, all of these were rejected as either being too powerful or too out of flavor despite the punisher aspect . . . for now.



Illus. Dave Dorman



# BLUE



## Theme Deck

### Now You See It...

#### Creatures (12)

- 4 Benevolent Bodyguard
- 4 Cephalid Constable
- 4 Meddling Mage

#### Spells (24)

- 4 Counterspell
- 4 Eladamri's Call
- 4 Giant Growth
- 4 Opt
- 4 Repulse
- 4 Wings of Hope

#### Lands (24)

- 4 Adarkar Wastes
- 2 Brushland
- 4 City of Brass
- 2 Coastal Tower
- 8 Island
- 4 Yavimaya Coast



Illus. Alan Pollack

This deck wins by attacking with a Giant-Growthed, Wings-of-Hoped Cephalid Constable. Seriously! Eladamri's Call fetches the Constable from your deck, and Benevolent Bodyguard and Meddling Mage protect it. Wings of Hope and Repulse get it past any blockers. A few good hits from the Constable will bounce enough permanents to completely disable your opponent. While Wings of Hope might seem an odd choice, it does three things: it lets the Constable survive most burn spells, it grants an evasion ability, and it doubles the Constable's power—which means an extra permanent gets bounced each turn. If you've ever wanted to win a game with your opponent controlling no permanents at all, give this deck a shot!

## Recurring Nightmares

Remember the *Torment* Nightmares? Now blue wizards are getting in on the act, trying to imitate Chainer's methods to create better, meaner creatures. Unfortunately, they aren't quite as successful. Still, to cement the connection to their predecessors, each of these new Nightmares was given a single toothed tentacle (called a "wormfang") as a nod to the many tentacles each *Torment* Nightmare had.



Illus. Thomas M. Baxa



## Little Things Mean a Lot

Many of R&D's biggest controversies revolve around the smallest details of a card, because that extra +1/+1 or one mana in the mana cost makes a huge difference. The *Judgment* card that best demonstrates this is Hapless Researcher. Back when you could sacrifice it to simply draw a card, R&D became embroiled in several arguments over whether it was too good. Would it be a no-brainer in every blue weenie deck? Fearing the answer was yes, the card was brought to a more moderate power level.





# BLACK

## Take This Job and Shove It!

What's the worst job on Otaria?

Apparently, it's being a Cabal grave robber. No one intended the flavor text on the *Odyssey* card *Decompose* to go anywhere. But when one writer offered a piece for the *Torment* card *Carrion Rats* that built on the grave robber's frustration, it was clear that the brief saga of this poor soul would have to conclude in *Judgment*. Sure enough, three separate writers independently came up with the same text for *Rats' Feast*.



## Aspect of Werewolf

One of the many things R&D must keep in mind while designing cards is how they'll be played in tournaments. This consideration came into play when Treacherous Werewolf and Treacherous Vampire were given drawbacks at threshold. (R&D wanted the black threshold cards to have a more sinister flavor than threshold cards in the other colors.) At first, the drawback required the Treacherous creature's controller to lose life during upkeep. But wait—what if a player didn't realize that threshold had kicked in and neglected to lose life? How many turns would the game have to back up during a tournament? What if it affected game play? To avoid this situation, the drawback was changed to a simple one-shot loss of life when the Treacherous creature goes to the graveyard.



Illus. Mark Tedin



Illus. Carl Critchlow

## Continuing Torment

Sure, black gets the short end of the stick in *Judgment*, but that doesn't mean it gets nothing. What little black there is in this set is generally pretty powerful. In fact, *Guiltfeeder*, *Sutured Ghoul*, and *Grave Consequences* were all once deemed strong enough to be printed as *Torment* cards, but they were eventually pushed out to make room for even better cards like *Mutilate* and *Ichorid*. There were so many good black cards that didn't make it into *Torment* that you'll be seeing them slowly creep into print for a long time to come.



The *Judgment* Card Encyclopedia shows the entire *Judgment* card set. Check boxes below each card allow you to keep track of your collection. Just mark the ☐ once you have a copy of the card, and mark the ☐ if you get the premium version of the card.



☐ Ancestor's Chosen 1/143



☐ Anger 77/143



☐ Anurid Barkripper 104/143



☐ Anurid Brushhopper 137/143



☐ Anurid Swarmsnapper 105/143



☐ Arcane Teachings 78/143



☐ Aven Fogbringer 34/143



☐ Aven Warcraft 2/143



☐ Balthor the Defiled 61/143



☐ Barbarian Bully 79/143



☐ Battle Screech 3/143



☐ Battlefield Scrounger 106/143



☐ Battlewise Aven 4/143



☐ Benevolent Bodyguard 5/143



☐ Book Burning 80/143





□ Border Patrol 6/143



□ Brawn 107/143



□ Breaking Point 81/143



□ Browbeat 82/143



□ Burning Wish 83/143



□ Cabal Therapy 62/143



□ Cabal Trainee 63/143



□ Cagemail 7/143



□ Canopy Claws 108/143



□ Centaur Rootcaster 109/143



□ Cephalid Constable 35/143



□ Cephalid Inkshrouder 36/143



□ Chastise 8/143



□ Commander Eesha 9/143



□ Crush of Worms 110/143



□ Cunning Wish 37/143





□□ Death Wish 64/143



□□ Defy Gravity 38/143



□□ Dwarven Bloodboiler 84/143



□□ Dwarven Driller 85/143



□□ Dwarven Scorchers 86/143



□□ Earsplitting Rats 65/143



□□ Elephant Guide 111/143



□□ Ember Shot 87/143



□□ Envelop 39/143



□□ Epic Struggle 112/143



□□ Erhnam Djinn 113/143



□□ Exoskeletal Armor 114/143



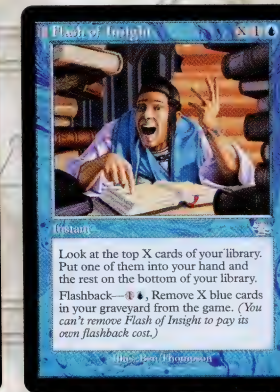
□□ Filtch 66/143



□□ Firecat Blitz 88/143



□□ Flaring Pain 89/143



□□ Flash of Insight 40/143





□ Fledgling Dragon 90/143



□ Folk Medicine 115/143



□ Forcemage Advocate 116/143



□ Funeral Pyre 10/143



□ Genesis 117/143



□ Giant Warthog 118/143



□ Glory 11/143



□ Golden Wish 12/143



□ Goretusk Firebeast 91/143



□ Grave Consequences 67/143



□ Grip of Amnesia 41/143



□ Grizzly Fate 119/143



□ Guided Strike 13/143



□ Guiltfeeder 68/143



□ Hapless Researcher 42/143



□ Harvester Druid 120/143





□□ Hunting Grounds 138/143



□□ Infectious Rage 92/143



□□ Ironshell Beetle 121/143



□□ Jeska, Warrior Adept 93/143



□□ Keep Watch 43/143



□□ Krosan Reclamation 122/143



□□ Krosan Verge 141/143



□□ Krosan Wayfarer 123/143



□□ Laquatus's Disdain 44/143



□□ Lava Dart 94/143



□□ Lead Astray 14/143



□□ Liberated Dwarf 95/143



□□ Lightning Surge 96/143



□□ Living Wish 124/143



□□ Lost in Thought 45/143



□□ Masked Gorgon 69/143





□ Mental Note 46/143



□ Mirari's Wake 139/143



□ Mirror Wall 47/143



□ Mist of Stagnation 48/143



□ Morality Shift 70/143



□ Nantuko Monastery 142/143



□ Nantuko Tracer 125/143



□ Nomad Mythmaker 15/143



□ Nullmage Advocate 126/143



□ Phantom Centaur 127/143



□ Phantom Flock 16/143



□ Phantom Nantuko 128/143



□ Phantom Nishoba 140/143



□ Phantom Nomad 17/143



□ Phantom Tiger 129/143



□ Planar Chaos 97/143





○○ Prismatic Strands 18/143



○○ Pulsemage Advocate 19/143



○○ Quiet Speculation 49/143



○○ Rats' Feast 71/143



○○ Ray of Revelation 20/143



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○○ Scalpelexis 50/143



○○ Seedtime 130/143



○○ Selfless Exorcist 21/143



○○ Serene Sunset 131/143



○○ Shaman's Trance 98/143



○○ Shieldmage Advocate 22/143



○○ Silver Seraph 23/143



○○ Solitary Confinement 24/143



○○ Soulcatchers' Aerie 25/143



○○ Soulgorger Orgg 99/143





□□ Spellgorger Barbarian 100/143



□□ Spelljack 51/143



□□ Spirit Cairn 26/143



□□ Spurnmage Advocate 27/143



□□ Stitch Together 72/143



□□ Sudden Strength 132/143



□□ Suntail Hawk 28/143



□□ Sutured Ghoul 73/143



□□ Swelter 101/143



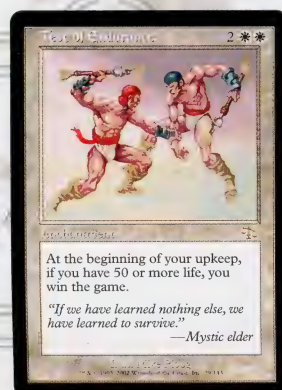
□□ Swirling Sandstorm 102/143



□□ Sylvan Safekeeper 133/143



□□ Telekinetic Bonds 52/143



□□ Test of Endurance 29/143



□□ Thriis, Nantuko Primus 134/143



□□ Toxic Stench 74/143



□□ Trained Pronghorn 30/143





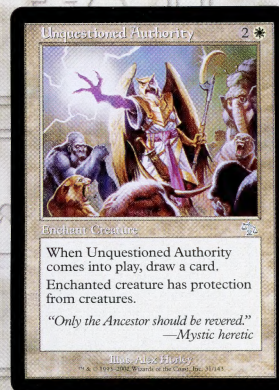
□ Treacherous Vampire 75/143



□ Treacherous Werewolf 76/143



□ Tunneler Wurm 135/143



□ Unquestioned Authority 31/143



□ Valor 32/143



□ Venomous Vines 136/143



□ Vigilant Sentry 33/143



□ Web of Inertia 53/143



□ Wonder 54/143



□ Worldgorger Dragon 103/143



□ Wormfang Behemoth 55/143



□ Wormfang Crab 56/143



□ Wormfang Drake 57/143



□ Wormfang Manta 58/143



□ Wormfang Newt 59/143



□ Wormfang Turtle 60/143



# Enter. Play. Win. Experience the thrill



Magic Academy is the start of the journey for beginning **Magic: The Gathering** players. By participating in this program at your local game or hobby store, you'll learn the basics of the game by playing against others at your level of experience. On top of that, you'll earn new and exciting cards as you progress. If you want to enter the Magic world, Magic Academy has been proven to be the best way in. It's great for new players eager to learn the ropes, for casual players wanting to sharpen their skills, and even for former fans wanting to get back into the game!

## PRERELEASE TOURNAMENTS

A Prerelease tournament is the ultimate meeting place for Magic players. Everyone in attendance gets to play with and take home the never-before-seen cards of a new expansion, as well as a special promotional card that can be obtained only at the event. You'll get the first peek at the new set, playing to win against others who are also seeing the cards for the first time. Do well and you'll win even more of the new cards to expand your collection right away. Both casual players and long-time competitors flock to these events for a fun-filled experience!



Are you realizing your love for tournaments? Do you think you're ready to show your stuff on a larger stage? Have you dreamed of being a pro? If so, the

Amateur Championship is the event for you! Only players with no pro points are allowed to participate in this annual event, which typically draws over 350 players. With *Sideboard™* Online coverage and "Magic for Life" as the top prize, everyone enjoys this exciting event. The Amateur Championship cuts to a Top 8 single-elimination war for the title. Do you have what it takes?



fridaynightmagic

Friday Night Magic is a great opportunity for casual players to try their hands at tournament-level Magic play for the first time. You'll learn new strategies and establish a rating that will show just how good you really are. Plus, you'll get a chance to win prize cards you won't find anywhere else. If you're a casual player looking for a fun match or an experienced competitor looking for practice, Friday Night Magic is the place to be.



Junior Super Series (JSS)

Challenges are for players ages 15 and younger who enjoy playing against their peers and who want to compete for an invitation to the JSS Championship. Each

Challenge participant receives a unique promotional card not available anywhere else. In addition to the invitation to the annual Championship, the top player at each Challenge also wins "Magic for a Year": a display of each Magic expansion released over the next calendar year, including the most recent release at the time of the win! Finally, the whole family benefits from the thousands of dollars in college scholarships available to the winners of the Challenges and to the top players at the Championship.



Defend your turf at these annual events, where you compete against the best Magic players your State, Province, Territory, or Island has to offer. Even if you're not a regular at more competitive events, the Champs tournaments will give you a taste of the big show. Ever wonder how that deck you have would do against players outside of your local hobby store or gaming club? Here's where you can find out.



# of **MAGIC** The Gathering®

# organized play.



Each year, the various Regional Championships in the U.S., Canada, and Australia pull masses of both competitive and casual players looking to match wits and skills. Go for fun and to take the first step toward the Magic World Championships. Finish near the top and you'll earn an invitation to your country's National Championship. Whether you're simply looking for a higher level of competition or are eager for a chance to prove yourself against the best of the best, don't let your Regional Championship pass you by.



By far the largest open events the DCI™ offers, Grand Prix tournaments are high-energy events of varying formats held around the world. Requiring no invitation to attend, Grand Prix events are known for pulling in players from great distances—some looking to prove themselves and others trying to elevate themselves in the pro ranks. The next time a Grand Prix event is in your area, don't pass it up—if the chance to play in a high-level event doesn't excite you, then the opportunity to win a large cash prize will!



Players worldwide, both casual and professional, agree that Qualifier tournaments are among the most exciting and strenuous events. All over the world, players swarm to these events hoping for a chance at a coveted Pro Tour invitation. The competition is fierce, and endurance is the order of the day. A Pro Tour Qualifier is the competitor's competition. In addition to the Pro Tour invitation, winners also receive product prizes and travel stipends to help them attend their Pro Tour events.



Countries hold these home-soil clashes to determine which players will represent them at the World Championships. Some competitors are the top players in the nation (as proven on the Pro Tour), and some are seasoned veterans. Others have earned the right to compete by demonstrating their prowess at a Regional Championship. Here, the clash of minds and spirits is no longer just personal: The glory, the honor, and the consequences are that of an entire country. Here is where you will find the heroes of the game.



With stops from San Diego to Sydney, the Pro Tour takes players around the world to compete for fame—and hefty \$30,000 top prizes. Each Pro Tour event has a prize pool of \$200,000, allowing players worldwide to make the Magic game their occupations. Play hard and stay committed, and you, too, can travel the world and see exotic places as a professional Magic player.



Each year the World Championships draw together players representing over fifty countries to showcase the ultimate exhibition of Magic: The Gathering play. Pro Tour winners, national champions, and the highest ranked players are all invited to go head-to-head for what is undoubtedly the most prestigious title in the Magic game: world champion. In addition to the glory that comes with being the top player in the world, a cool \$35,000 waits to sweeten the victory. The road to Worlds isn't an easy one. Are you one of the few able to see it through to the end?



- |                             |                           |                              |
|-----------------------------|---------------------------|------------------------------|
| 1 U Ancestor's Chosen       | 49 U Quiet Speculation    | 97 U Planar Chaos            |
| 2 U Aven Warcraft           | 50 R Scalpelexis          | 98 R Shaman's Trance         |
| 3 U Battle Screech          | 51 R Spelljack            | 99 U Soulgorger Orgg         |
| 4 C Battlewise Aven         | 52 R Telekinetic Bonds    | 100 C Spellgorger Barbarian  |
| 5 C Benevolent Bodyguard    | 53 U Web of Inertia       | 101 U Swelter                |
| 6 C Border Patrol           | 54 U Wonder               | 102 C Swirling Sandstorm     |
| 7 C Cagemail                | 55 R Wormfang Behemoth    | 103 R Worldgorger Dragon     |
| 8 U Chastise                | 56 U Wormfang Crab        | 104 C Anurid Barkripper      |
| 9 R Commander Eesha         | 57 C Wormfang Drake       | 105 U Anurid Swarmsnapper    |
| 10 C Funeral Pyre           | 58 R Wormfang Manta       | 106 C Battlefield Scrounger  |
| 11 R Glory                  | 59 C Wormfang Newt        | 107 U Brawn                  |
| 12 R Golden Wish            | 60 U Wormfang Turtle      | 108 C Canopy Claws           |
| 13 C Guided Strike          | 61 R Balthor the Defiled  | 109 C Centaur Rootcaster     |
| 14 C Lead Astray            | 62 U Cabal Therapy        | 110 R Crush of Wurms         |
| 15 R Nomad Mythmaker        | 63 C Cabal Trainee        | 111 U Elephant Guide         |
| 16 U Phantom Flock          | 64 R Death Wish           | 112 R Epic Struggle          |
| 17 C Phantom Nomad          | 65 C Earsplitting Rats    | 113 R Erhnam Djinn           |
| 18 C Prismatic Strands      | 66 U Filth                | 114 U Exoskeletal Armor      |
| 19 R Pulsemage Advocate     | 67 U Grave Consequences   | 115 C Folk Medicine          |
| 20 C Ray of Revelation      | 68 R Guiltfeeder          | 116 U Forcemage Advocate     |
| 21 R Selfless Exorcist      | 69 R Masked Gorgon        | 117 R Genesis                |
| 22 C Shieldmage Advocate    | 70 R Morality Shift       | 118 C Giant Warthog          |
| 23 R Silver Seraph          | 71 C Rats' Feast          | 119 U Grizzly Fate           |
| 24 R Solitary Confinement   | 72 U Stitch Together      | 120 C Harvester Druid        |
| 25 U Soulcatchers' Aerie    | 73 R Sutured Ghoul        | 121 C Ironshell Beetle       |
| 26 U Spirit Cairn           | 74 C Toxic Stench         | 122 U Krosan Reclamation     |
| 27 U Spurnmage Advocate     | 75 U Treacherous Vampire  | 123 C Krosan Wayfarer        |
| 28 C Suntail Hawk           | 76 C Treacherous Werewolf | 124 R Living Wish            |
| 29 R Test of Endurance      | 77 U Anger                | 125 C Nantuko Tracer         |
| 30 C Trained Pronghorn      | 78 C Arcane Teachings     | 126 C Nullmage Advocate      |
| 31 U Unquestioned Authority | 79 C Barbarian Bully      | 127 U Phantom Centaur        |
| 32 U Valor                  | 80 C Book Burning         | 128 R Phantom Nantuko        |
| 33 C Vigilant Sentry        | 81 R Breaking Point       | 129 C Phantom Tiger          |
| 34 C Aven Fogbringer        | 82 U Browbeat             | 130 R Seedtime               |
| 35 R Cephalid Constable     | 83 R Burning Wish         | 131 U Serene Sunset          |
| 36 U Cephalid Inkshrouder   | 84 R Dwarven Bloodboiler  | 132 C Sudden Strength        |
| 37 R Cunning Wish           | 85 U Dwarven Driller      | 133 R Sylvan Safekeeper      |
| 38 C Defy Gravity           | 86 C Dwarven Scorchers    | 134 R Thriss, Nantuko Primus |
| 39 C Envelop                | 87 C Ember Shot           | 135 U Tunneler Wurm          |
| 40 U Flash of Insight       | 88 U Firecat Blitz        | 136 C Venomous Vines         |
| 41 C Grip of Amnesia        | 89 C Flaring Pain         | 137 R Anurid Brushhopper     |
| 42 C Hapless Researcher     | 90 R Fledgling Dragon     | 138 R Hunting Grounds        |
| 43 C Keep Watch             | 91 C Goretusk Firebeast   | 139 R Mirari's Wake          |
| 44 U Laquatus's Disdain     | 92 U Infectious Rage      | 140 R Phantom Nishoba        |
| 45 C Lost in Thought        | 93 R Jeska, Warrior Adept | 141 U Krosan Verge           |
| 46 C Mental Note            | 94 C Lava Dart            | 142 U Nantuko Monastery      |
| 47 C Mirror Wall            | 95 C Liberated Dwarf      | 143 U Riftstone Portal       |
| 48 R Mist of Stagnation     | 96 R Lightning Surge      |                              |